AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims, in which claims 15, 18, and 19 have been cancelled without prejudice or disclaimer, claims 1, 3, 4, 9, 10, 14, 16, and 17 have been amended, and new claims 20 through 26 have been added.

1.   (Currently Amended)   A method comprising:

running on an apparatus of a first player a ~~multi-player~~ multi-player game application,

causing, at least in part, by the apparatus actions that result in reception of ~~receiving~~ an

indication that a second player of another apparatus taking part in said multi-player game

is absent, and

continuing the game by the apparatus as the first player and as the second player, by at least

simulating the participation of said second player who is actually absent.

2.   (Previously Presented)   The method according to claim 1, wherein said multi-player game is a network based multi-player game.

3.   (Currently Amended)   The method according to claim 1, further comprising:

monitoring by the apparatus the inputs of at least one player of said multi-player game,

analyzing by the apparatus said inputs to determine gaming characteristics of said at least one

monitored player, said gaming characteristics including one ore more preferred key input

combinations, and

simulating by the apparatus the participation of said monitored ~~absent~~ player who becomes

absent in correspondence with said determined gaming characteristics.

4.   (Currently Amended)   The method according to claim 3, further comprising ~~determining~~ simulating said game and a result of said simulated game based on said determined gaming characteristics of said ~~at least one monitored~~ absent player; and

while the game is going on, displaying the rest of the game as simulated at a speed faster than the actual game.

5.   (Previously Presented)   The method according to claim 3, further comprising transferring said determined gaming characteristics to another gaming device.

6.   (Previously Presented)   The method according to claim 1, wherein said indication that a player is absent comprises a notification received from said absent player.

7.   (Previously Presented)   The method according to claim 1, further comprising sending a notification to at least one of said other players of said multi-player game, said notification comprising an information that the participation of at least one player is actually simulated.

8.   (Previously Presented)   The method according to claim 1, further comprising the interruption of said game, if all players are absent.

9.   (Currently Amended)   The method according to claim 1, further comprising terminating by the apparatus said simulation of the participation, if said absent player returns to the game.

10.   (Currently Amended)   A computer readable storage medium ~~stored with program code, which when executed by a computer or network device, carries out the method of claim 1~~

carrying one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to at least perform the following steps:

running a multi-player game application as a first player;

causing, at least in part, actions that result in reception of an indication that a second player of another apparatus taking part in said multi-player game is absent; and

continuing the game as the first player and as the second player, by at least simulating the participation of said second player who is actually absent.

11. - 13.   (Canceled)

14.   (Currently Amended)   An apparatus comprising:

at least one processor; and

at least one memory including computer program code,

the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,

run a multi-player game application as a first player;

cause, at least in part, actions that result in reception of an indication that a second player of another apparatus taking part in said multi-player game is absent; and

continue the game as the first player and as the second player, by at least simulating the participation of said second player who is actually absent.

~~a memory,~~

~~a processor in communication with said memory, said memory, said processor being configured to run a multi-player game program,~~

at least two interfaces in communication with said processor, said interfaces configured to exchange game data,

a detector configured to detect an indication that a player of said multi-player game is absent, and

a simulation component in communication with said processor, said simulation component configured to simulate the participation of an absent player on the game, if said absence indication has been detected.

15.   (Canceled)

16.   (Currently Amended)   The apparatus according to claim 14, wherein the apparatus and the another apparatus are further comprising a mobile telephone terminals, the second player becomes absent due to wireless disconnection of the another apparatus, and the multi player game application does not involves a central game server.

17.   (Currently Amended)   The apparatus according to claim 14, wherein the apparatus said simulation component comprises an artificial intelligence engine.

18. - 19.   (Canceled)

20.   (New)   The apparatus according to claim 14, wherein the apparatus is caused to activate a failsafe option to continue the game when the first player becomes unavailable

21.   (New)   The apparatus according to claim 20, wherein the apparatus is a mobile terminal, and the first player becomes unavailable for at least one of an incoming call or an incoming message.

22.   (New)   The apparatus according to claim 21, wherein whether the first player will become unavailable depends upon at least one of a source of the at least one of an incoming call or an incoming message, nature of the game, and a type of the mobile terminal.

23.   (New)   The method according to claim 1, further comprising activating a failsafe option to continue the game when the first player becomes unavailable.

24.   (New)   The method according to claim 23, wherein the apparatus is a mobile terminal, and the first player becomes unavailable for at least one of an incoming call or an incoming message.

25.   (New)   The method according to claim 24, wherein whether the first player will become unavailable depends upon at least one of a source of the at least one of an incoming call or an incoming message, nature of the game, and a type of the mobile terminal.

26.   (New)   A computer readable storage medium according to claim 10, wherein the apparatus is caused to further perform:

monitoring the inputs of at least one player of said multi-player game,

analyzing said inputs to determine gaming characteristics of said at least one monitored
player, said gaming characteristics including one ore more preferred key input
combinations, and

simulating the participation of said monitored player who becomes absent in correspondence
with said determined gaming characteristics.